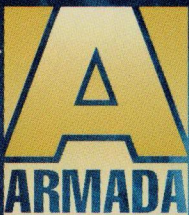


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Orbiting the world of **DOMINARIA** are two moons. One is natural, lighting the evening sky since time immemorial.

The other is a **CONSTRUCT**--no more **GENUINE** than the **DRAGON ENGINES** that destroyed entire cities in the Antiquities War.

During Dominaria's **AGE of ICE**, the Planeswalkers came to call it... the **NULL MOON**.

THIS IS AN **HISTORIC** MOMENT! WELCOME TO **TEMPLE FARALYN**--ALL FIVE OF YOU.

I THANK YOU FOR **YIELDING** TO MY SUMMONS. I CAN NOT REMEMBER SO POTENT A GATHERING.

IT TOOK COURAGE TO SET ASIDE YOUR **DIFFERENCES**. I PROMISE, YOU'LL **NOT** BE DISAPPOINTED.



# THE SHARD

Arch-Mages.  
Wizard Lords.  
Gods...

...They are  
PLANESWALKERS,  
capable of  
TRAVERSING the  
universe as  
easily as stepping  
across a room.

KRISTINA  
of the  
WOODS.

GET ON WITH  
IT, FARALYN...  
THOUGH, IN LIGHT OF  
THE COMPANY  
YOU'VE CHOSEN, I  
QUESTION YOUR  
SANITY--

--TELL US THE  
SECRET OF  
THE SHARD.

LESHRAC,  
WALKER OF  
NIGHT.





But these five have  
somehow **LOST** this  
remarkable ability.  
For ten centuries, they  
have been **TRAPPED**  
within a tiny formation  
of a dozen worlds--

--And their  
patience is  
**EBBING...**

**TAYSIR** of the  
**PLANE RABIAH.**

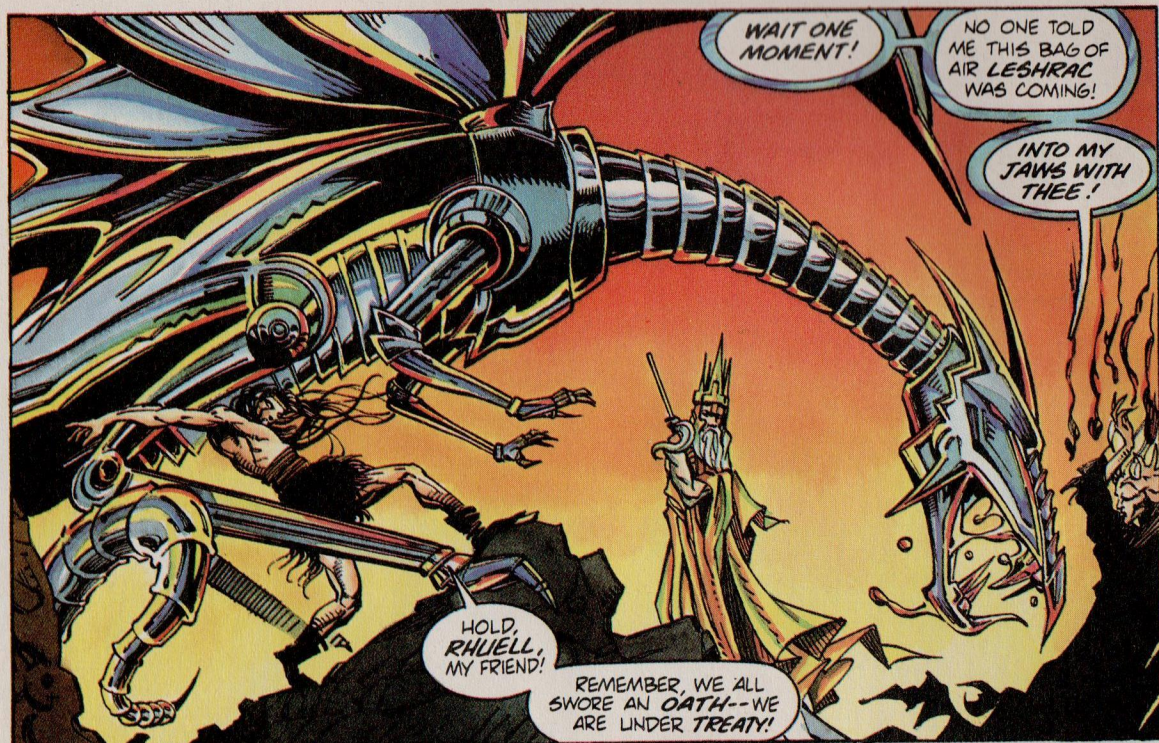
**TEVESH SZAT,**  
the **DOOM**  
of **FOOLS.**

**FREYALISE.**

Writer-Jeff Gomez  
Penciller-Rafael Kayanan  
Inker-Rodney Ramos  
Painted Color-Eric Hope  
Letterer-Adam Niedzwiecki  
Story Assist-Joefrey Vita  
Editor-in-Chief-Bob Layton

Painted Cover by Charles Vess





WAIT ONE MOMENT!

NO ONE TOLD ME THIS BAG OF AIR LESHAC WAS COMING!

INTO MY JAWS WITH THEE!

HOLD, RHUELL, MY FRIEND!

REMEMBER, WE ALL SWORE AN OATH--WE ARE UNDER TREATY!

YOU WILL EXCUSE THE CHROMIUM DRAGON.  
YOUNG RAVIDEL'S POINT IS GOOD--PETTY GRIEVANCES MUST NOT DISRUPT THIS COUNCIL.

A CENTURY AGO, LESHAC FORCIBLY SUMMONED RHUELL'S BROTHER INTO A DUEL--THE DRAGON WAS DESTROYED BY LESHAC'S OPPONENT.

RAVIDEL SPEAKS THE TRUTH... I'M SORRY, RHUELL--  
--I WAS THAT OPPONENT.

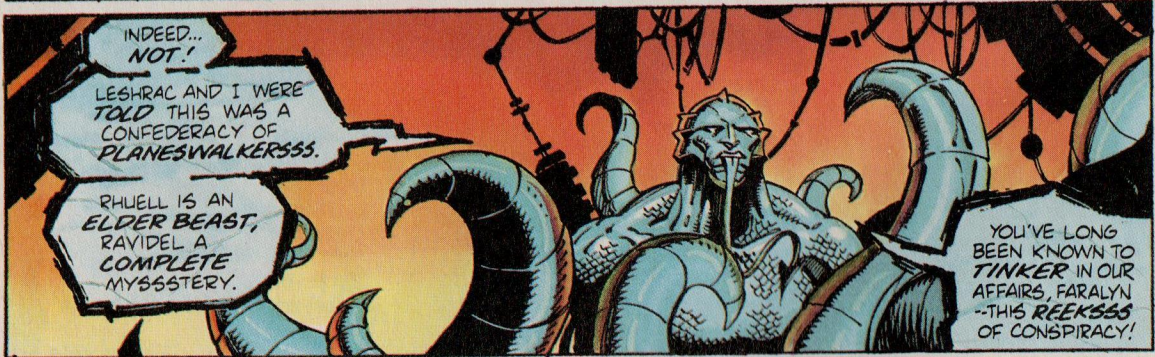
INDEED...



THE GRIEVANCE IS NOT--PETTY.



ALL THE MORE REASON TO PROCEED WITH DUE HASTE, FARALYN.



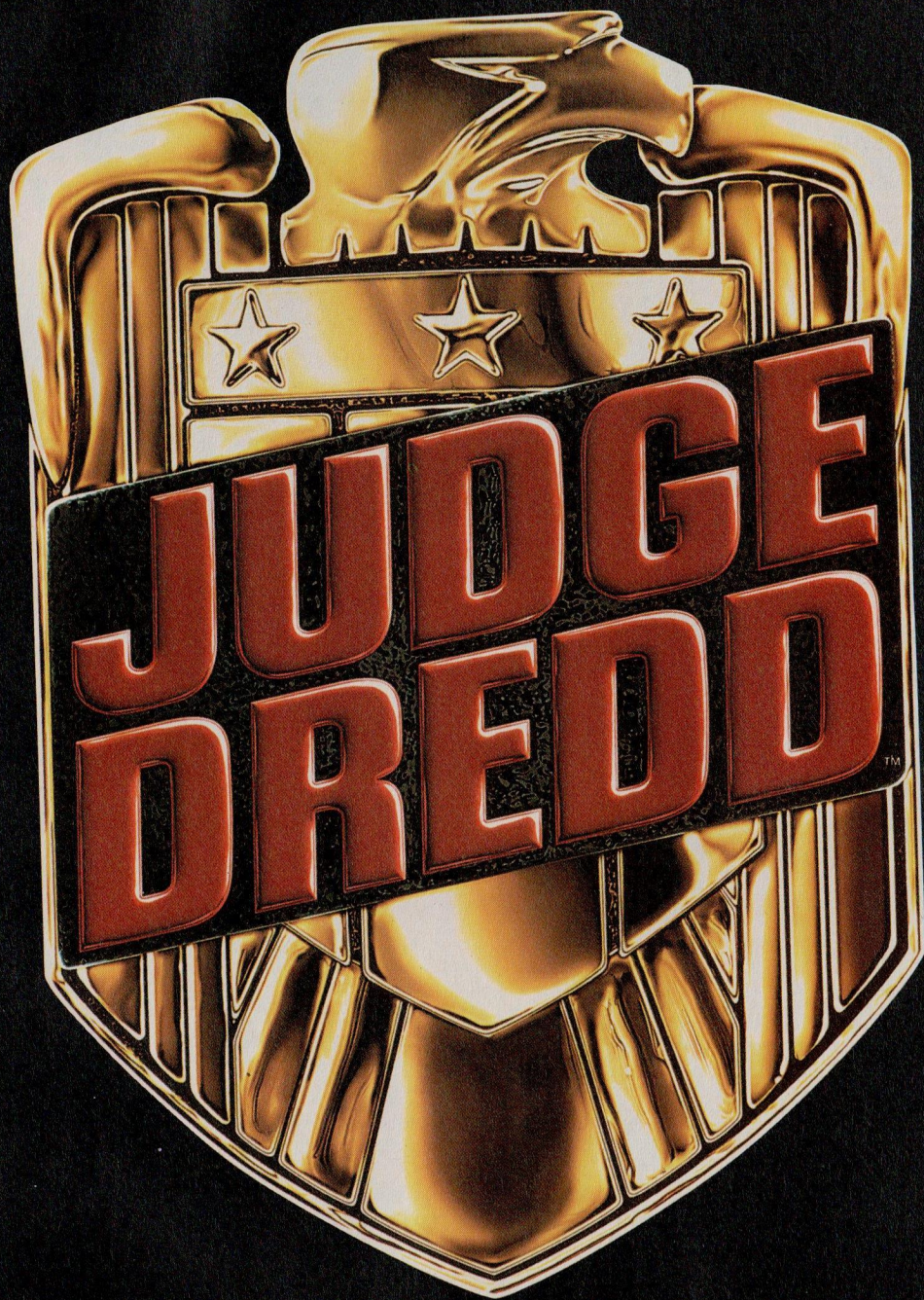
INDEED... NOT!

LESHAC AND I WERE TOLD THIS WAS A CONFEDERACY OF PLANESWALKERSSS.

RHUELL IS AN ELDER BEAST, RAVIDEL A COMPLETE MYSSSTERY.

YOU'VE LONG BEEN KNOWN TO TINKER IN OUR AFFAIRS, FARALYN--THIS REEKSSS OF CONSPIRACY!





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MY MOTIVES ARE  
**SOUND, SZAT.**

WITH THE HELP OF  
RHUELL, FREYALISE, AND  
MY **SPELLSQUIRE**  
RAVIDEL, I HAVE  
INVESTIGATED THE  
**PHENOMENON** OF  
THE SHARD.

IT'S AS IF A MIGHTY  
**HAMMER** HAS STRUCK  
OUR CONTINUUM OF A  
TRILLION WORLDS--  
AND **SPLINTERED** A  
MERE DOZEN INTO  
THE **ETHER**!

WE'VE BEEN BEARS  
IN A **CAGE** AS COLD  
AND FROZEN AS THE  
WORLD **BELOW** US...

...AND LOOK AT HOW  
WE'VE **CHANGED**!  
WE'VE BECOME IDLE  
**KILLERS**! FALSE  
GODS, MAD WITH  
BOREDOM!

BUT AT **LAST**,  
I HAVE FOUND  
A WAY OUT!

I MUST HAVE  
THE ANSWER **NOW**,  
FARALYN-- **GIVE IT**  
TO ME!

LINHAND  
ME,  
"WALKER!"

IF I'VE LOCATED  
A **FLAW** IN THE  
SHARD, THEN THE  
CATAclysm OF THE  
**TWELVE**  
PLANES CAN  
BE **REVERSED**.

HE **BUTTERSSS** THE  
BREAD **THICKLY**. HOW  
LONG TIL THE  
**SHANDALAR** PLANE'SSS  
ARRIVAL?

MORE FROM  
WHICH TO  
CHOOSE.

WE CAN  
**HALT**  
DOMINARIA'S  
ICE AGE!

SOON. BUT  
WHAT'S HIS  
**GAME** IN  
BRINGING SO  
MANY, WHEN  
**ONE** OR **TWO**  
WILL DO?

YOU MUST ADMIT,  
FARALYN, OUR  
**HISTORIES** ARE  
TANGLED AND  
**SPATTERED**  
WITH BLOOD.

IT WOULD BE  
**HARD** TO EXPECT  
US TO OVERCOME  
SUCH  
**TRENCHANT...**  
RIFTS.





I DON'T KNOW *MUCH* ABOUT THIS SORT OF THING, BUT I'D LIKE TO VOTE IN *SUPPORT* OF FARALYN'S TREATY.

IF WE'D WORK *TOGETHER* INSTEAD OF TRYING TO *KILL* EACH OTHER ALL THE TIME-- WHO KNOWS?



WE COULD *LAYER* DISCIPLINES-- COMBINE SPELLS... WHAT DO YOU THINK, TAYSIR?



WISE BEYOND YOUR YEARS, AS *USUAL*, KRISTINA--

--BUT I ADVISE *CAUTION*... ESPECIALLY WHERE IT *CONCERNS* LESHAC AND TEVESH SZAT.



FARALYN'S *REASONSSS* FOR CALLING US HERE ARE NONE OF YOUR *CONCERN*, RABIAH.

COUNT YOURSELVES *FORTUNATE* WE CHOOSSSE TO COOPERATE.



I CAN SMELL THE *LIES* ON YOUR BREATH, SZAT.



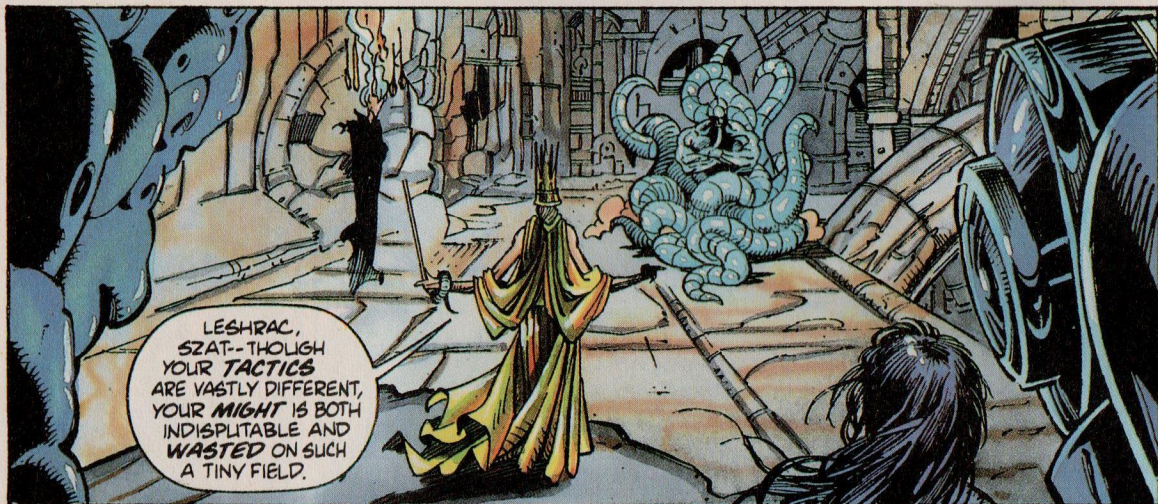
Hmmm.



TAYSIR OF RABIAH-- YOU'VE *LONGED* TO REVISIT YOUR PLANE OF *ORIGIN*... AND SHOW IT TO KRISTINA.

KRISTINA... FREYALISE-- THIS WINTER'S END MEANS *REBIRTH*... A GIFT OF LIFE TO THE *MORTALS* WHO'VE COME TO *CHERISH* YOU.





LESHRAC,  
SZAT--THOUGH  
YOUR **TACTICS**  
ARE VASTLY DIFFERENT,  
YOUR **MIGHT** IS BOTH  
INDISPUTABLE AND  
WASTED ON SUCH  
A TINY FIELD.

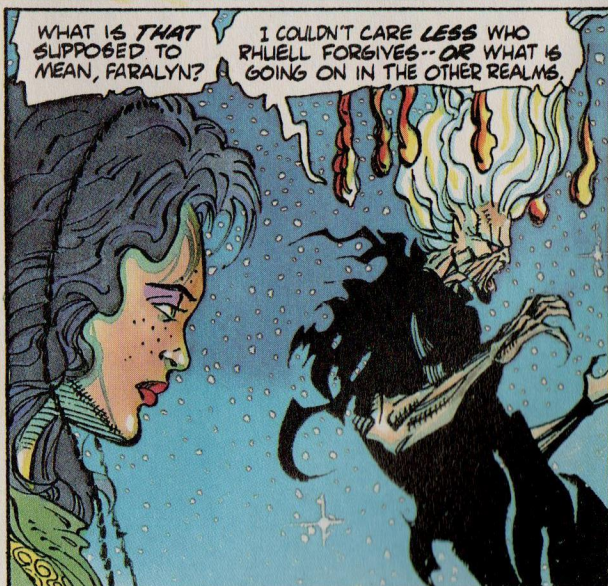


AND LET US  
**NOT FORGET** THE  
OTHER ELEVEN REALMS,  
MOST OF WHICH ARE  
**SUFFERING** AS BADLY  
AS DOMINARIA HAS.

YES, PLAIN  
KRISTINA HAS  
SPOKEN **MOST**  
WISELY.



WHY, IT'S  
SMALL WONDER  
RHELL HAS  
**FORGIVEN**  
HER THE  
**DEATH** OF  
HIS BROTHER!



WHAT IS **THAT**  
SUPPOSED TO  
MEAN, FARALYN?

I COULDN'T CARE **LESS** WHO  
RHELL FORGIVES--OR WHAT IS  
GOING ON IN THE OTHER REALMS.

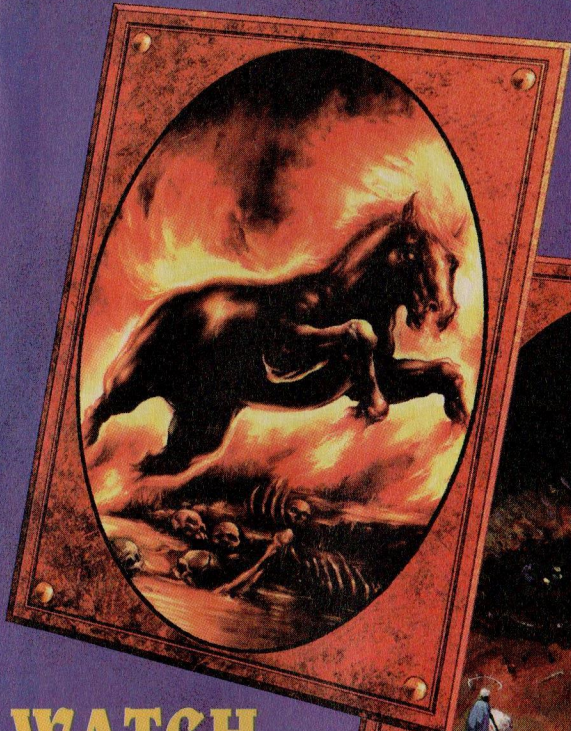




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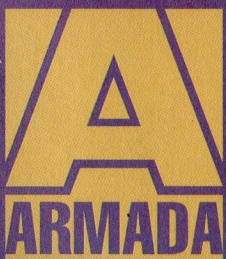
The Gathering<sup>™</sup>

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THE  
CARDS  
COME  
TO LIFE.  
JULY '95  
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ONE OF  
THOSE "OTHER  
REALMS" IS  
*MINE*,  
LESHRAC!

I TAKE  
DEEP  
EXCEPTION TO  
YOUR TONE,  
VILLAIN.



SO  
SHOUTETH THE  
UPSTART YOUTH  
IN PASSIVE WHITE--  
ASTRIDE HIS LOVINGLY  
POLISHED...  
FAMILIAR.



MISSED  
ME.

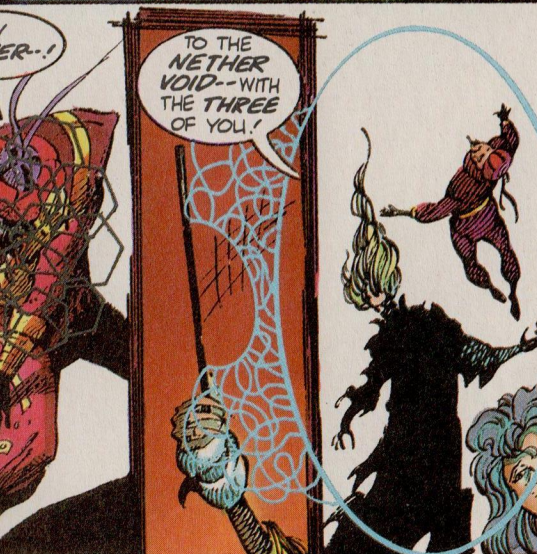
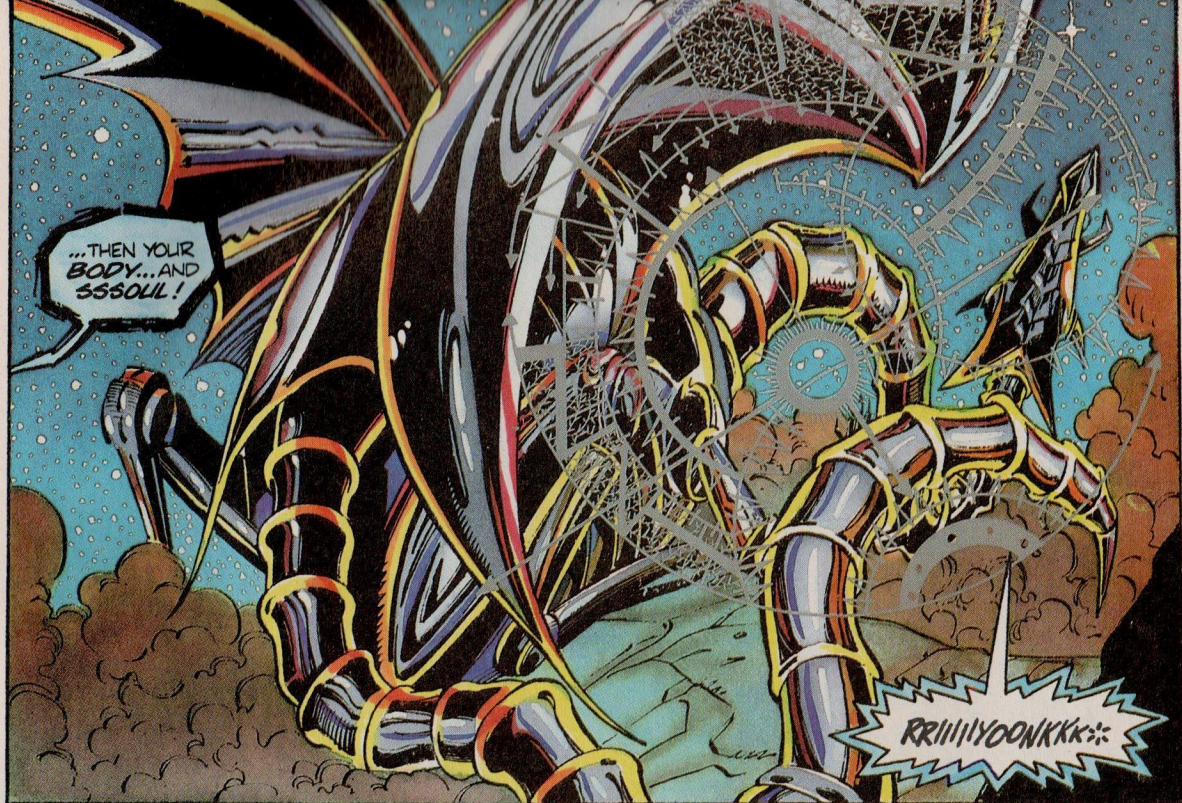
WRAAUGHH!

THAT WILL  
COSSET YOU,  
DRAGON.

FIRST, YOUR  
MIND...

Ek...









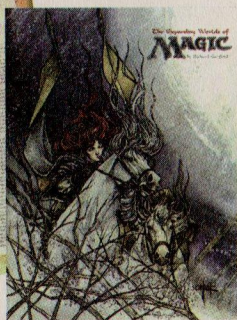
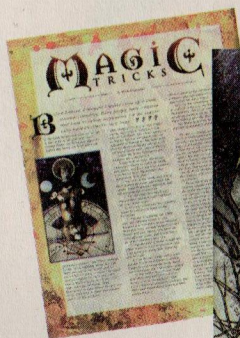


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**Wizards**  
OF THE COAST



In the Adarkar  
Wastes of  
Terisiare, on the  
world of  
Dominaria...

...LIM-DÜLL, enemy of  
Kjeldor, is momentarily  
DISTRACTED from the  
anguish of his exile.

THIS WAS ONCE MY  
HOME, DEMON-- MY  
CHANCE TO LIVE A  
HUMBLE LIFE WITH-  
IN THE CONFINES OF  
THE SHARD.

YOU DESTROYED IT  
ALL, SZAT... FORCED  
ME TO HURT MY  
FRIENDS.

I'LL CUT THE  
DARKNESS RIGHT  
OUT OF YOUR  
HEART!

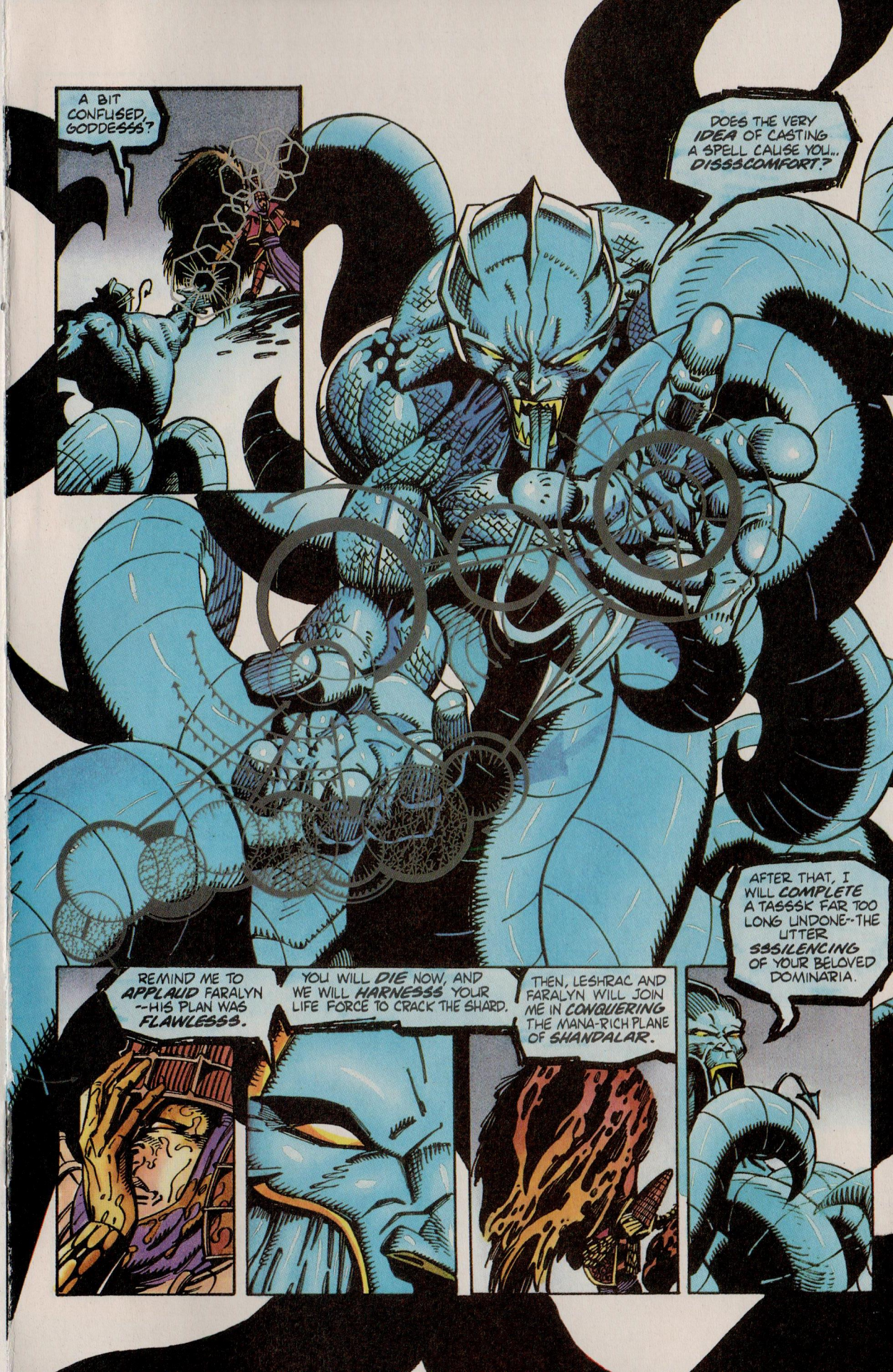
YESSS.  
STORGARD--  
I'D NEARLY  
FORGOTTEN!

I SHOULD  
THANK YOU,  
'ALISE-- MY  
CURRENT  
PLANSSS CALL  
FOR A KINGDOM  
RICH WITH  
POWERFUL  
ARTIFACTSSS.

IN GOOD  
TIME, 'ALISE.  
BUT FIRSSST,  
HAVE A  
DRAUGHT  
OF ACID.

I FIND IT  
CLEANSING...  
DON'T YOU?





A BIT  
CONFUSED,  
GODDESS?

DOES THE VERY  
IDEA OF CASTING  
A SPELL CAUSE YOU...  
DISSCOMFORT?

REMAND ME TO  
APPLAUD FARALYN  
--HIS PLAN WAS  
FLAWLESSS.

YOU WILL *DIE* NOW, AND  
WE WILL *HARNESSS* YOUR  
LIFE FORCE TO CRACK THE SHARD.

THEN, LESHAC AND  
FARALYN WILL JOIN  
ME IN *CONQUERING*  
THE MANA-RICH PLANE  
OF SHANDALAR.

AFTER THAT, I  
WILL *COMPLETE*  
A TASSSSK FAR TOO  
LONG LINDONE--THE  
LITTER  
SSSILENCING  
OF YOUR BELOVED  
DOMINARIA.



The  
Nether  
Void.

WHAT  
IS IT,  
TAYSIR?

MANA  
MATRIX--A  
STOREHOUSE  
OF POWER.

SPELLS  
ARE MORE  
DIFFICULT  
TO CAST IN  
THIS PLACE.

IT'S  
FORTUNATE  
I REMEMBERED  
TO PACK.

GLORIOUS.  
LIM-DUL IS  
MISSING  
SUCH  
FUN.

TAKE  
COVER! MY  
CIRCLES WON'T  
PROTECT  
US!

MUCH MORE  
OF THIS AND WE'LL  
BE KILLED.

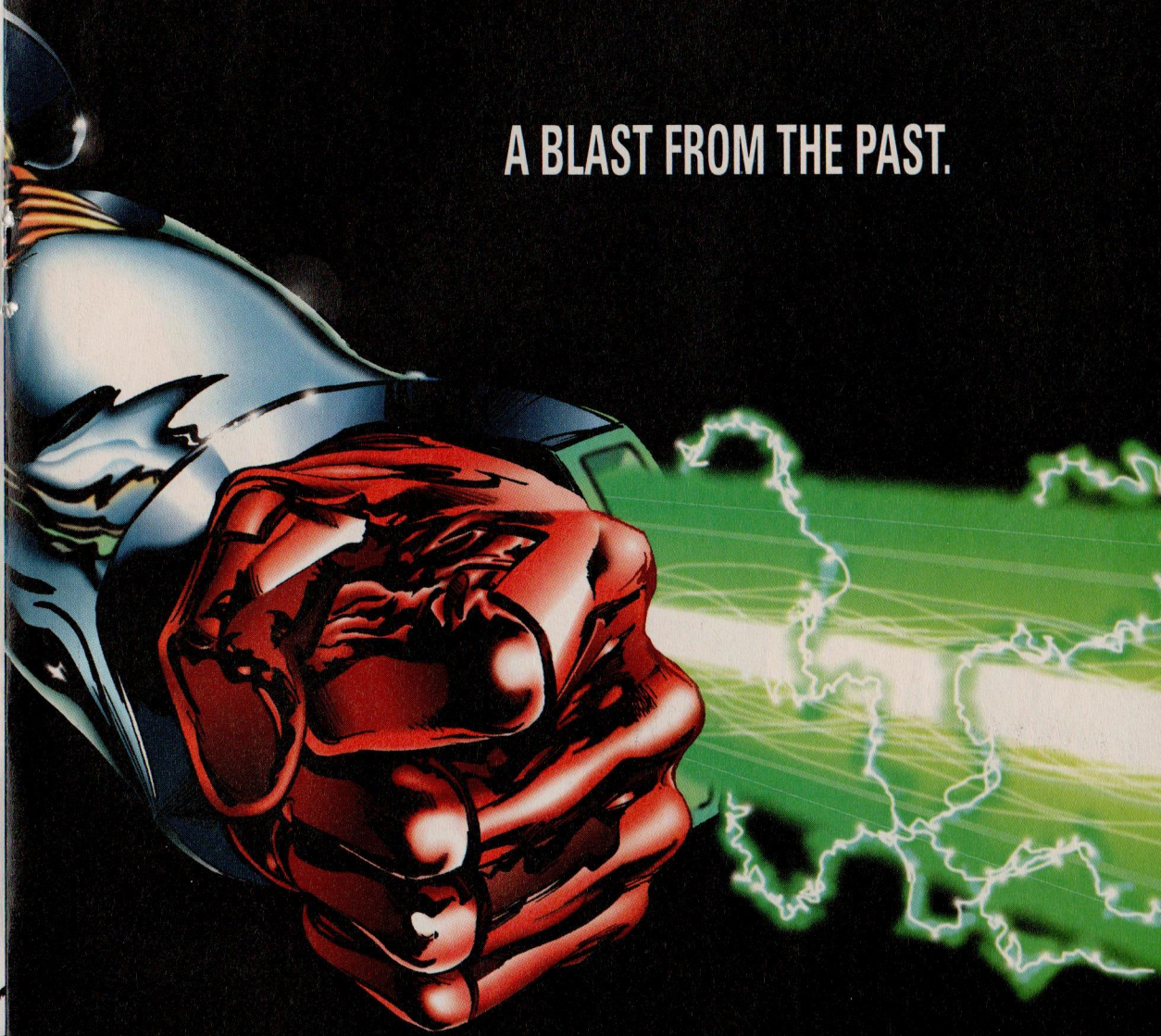
YOU'VE GOT  
TO SHATTER  
THE MATRIX,  
TAYSIR--MY MAGICS  
CAN'T DO IT.

I AM  
SLOW-WITTED  
AND UNWORTHY,  
MY LADY. OF  
COURSE, YOUR  
WISH--





A BLAST FROM THE PAST.

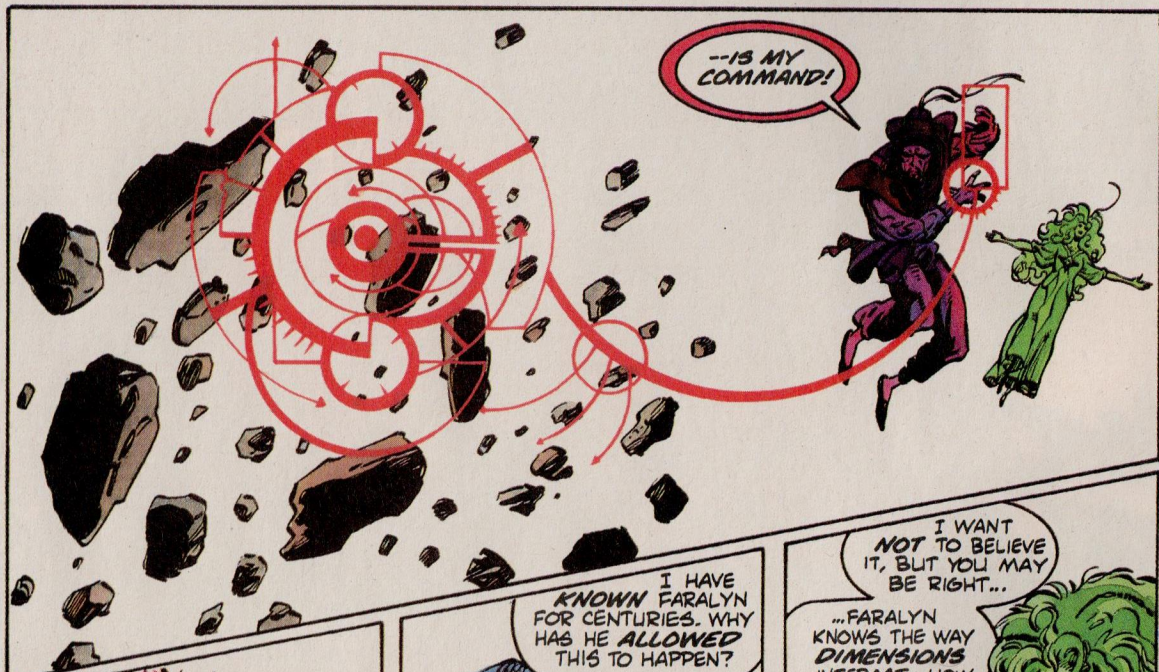


X-O MANOWAR. IN JUNE



50-X & 50-O: ARMOR VS. ARMOR AS X-O FIGHTS THE NEW AND DEADLY ALLOY.  
BY WIZARD® TOP TEN CREATORS BART SEARS, ANDY SMITH & RON MARZ.





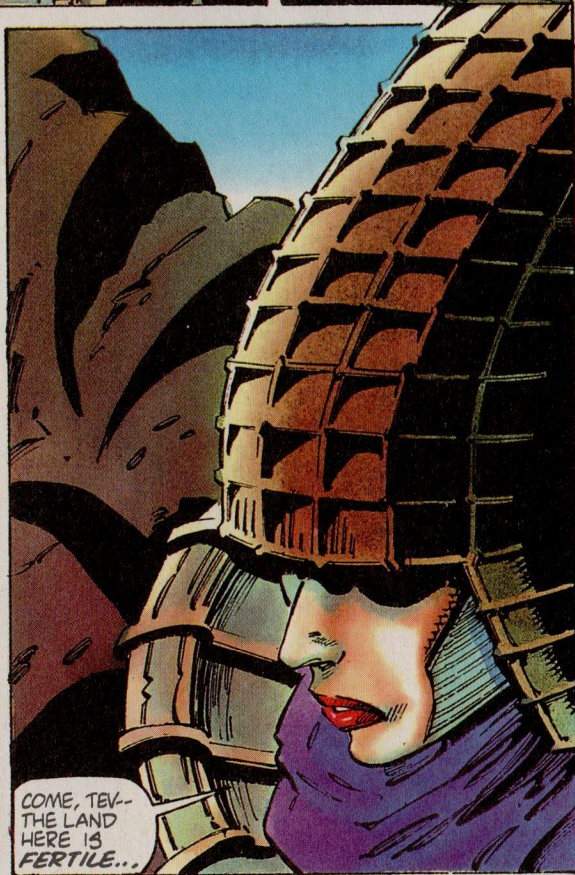




EMBRACE TRANQUILITY, AND HOPEFULLY I'LL GET US BACK TO THE NULL MOON BEFORE MORE DAMAGE CAN BE DONE...



*Azoria, a desert island plane caught in the Shard.*



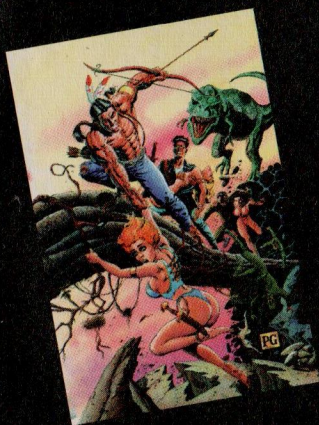






**HUNT OR BE HUNTED.**

**TUROK. IN JUNE.**



**31 & 32: ALL OUT DINOSAUR WAR IN THE LOST LAND.  
BY TIMOTHY TRUMAN & PAUL GULACY.**



The Null  
Moon.

SURPRISED  
TO SEE US  
ALIVE,  
FARALYN?

TALK FAST,  
TURNCOAT--  
OR FACE  
RABIAN  
JUSTICE!

NO NEED  
FOR THAT NOW...  
THE **JUNCTURE**  
BEGINS

MY LORD--  
WHAT ARE YOU  
DOING WITH  
RHUELL?

MOON-  
QUAKE!

Azoria.

Dominaria.

**FREEDOM!**

A  
**JUNCTURE....!**

...SHANDALAR!...

AND **WOE**  
TO THOSE WHO  
**LOCKED ME**  
**AWAY!**





Azoria's highest mountain.

YOU'VE DESTROYED BEAUTIFUL LANDS... TAKEN THE LIVES OF COUNTLESS PLANTS AND ANIMALSSS...

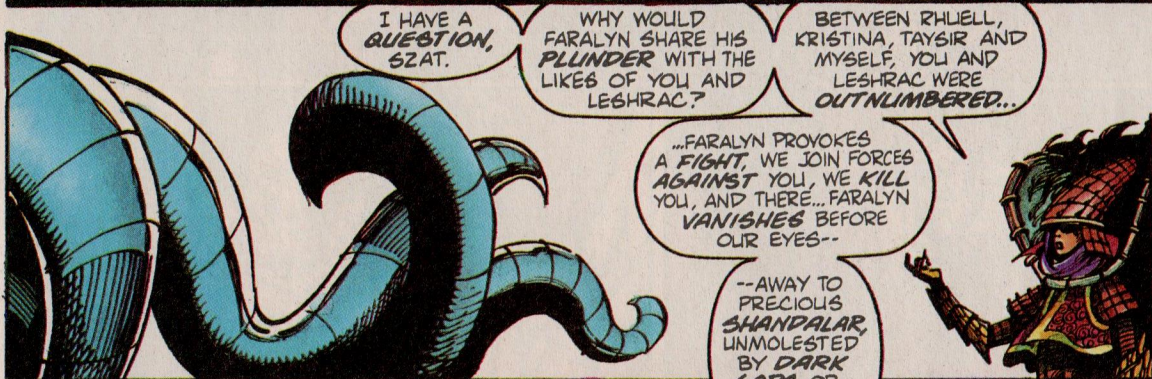
ALL IN THE NAME OF SOME CHILDHOOD VENDETTA.

YET HERE I AM... BLOODIED, BUT STILL ALIVE.

WHERE, OH WHERE WILL IT END?

WELL, GODDESS... YOU'VE DONE IT AGAIN!

SSSPFFFF!



I HAVE A QUESTION, SZAT.

WHY WOULD FARALYN SHARE HIS PLUNDER WITH THE LIKES OF YOU AND LESHRAC?

BETWEEN RHUELL, KRISTINA, TAYSIR AND MYSELF, YOU AND LESHRAC WERE OUTNIMBERED...

...FARALYN PROVOKES A FIGHT, WE JOIN FORCES AGAINST YOU, WE KILL YOU, AND THERE... FARALYN VANISHES BEFORE OUR EYES--

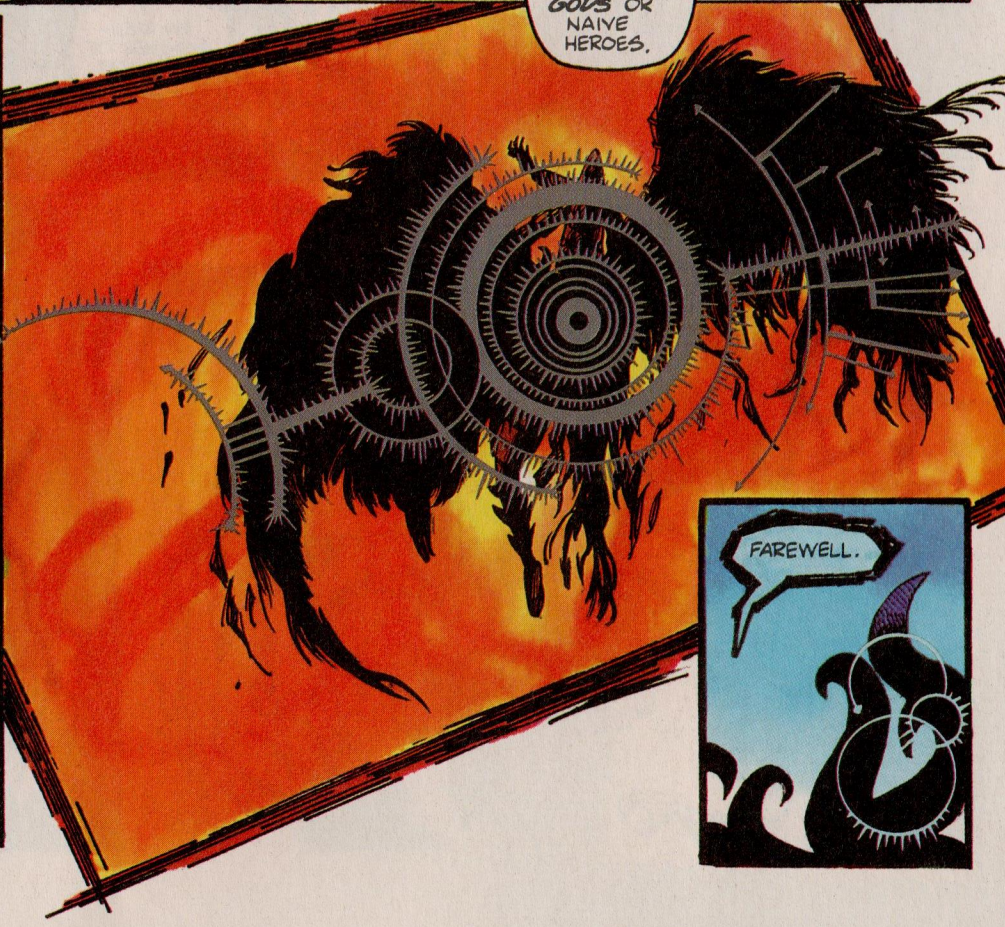
--AWAY TO PRECIOUS SHANDALAR, UNMOLESTED BY DARK GODS OR NAIVE HEROES.



WE'VE BEEN DUPED.

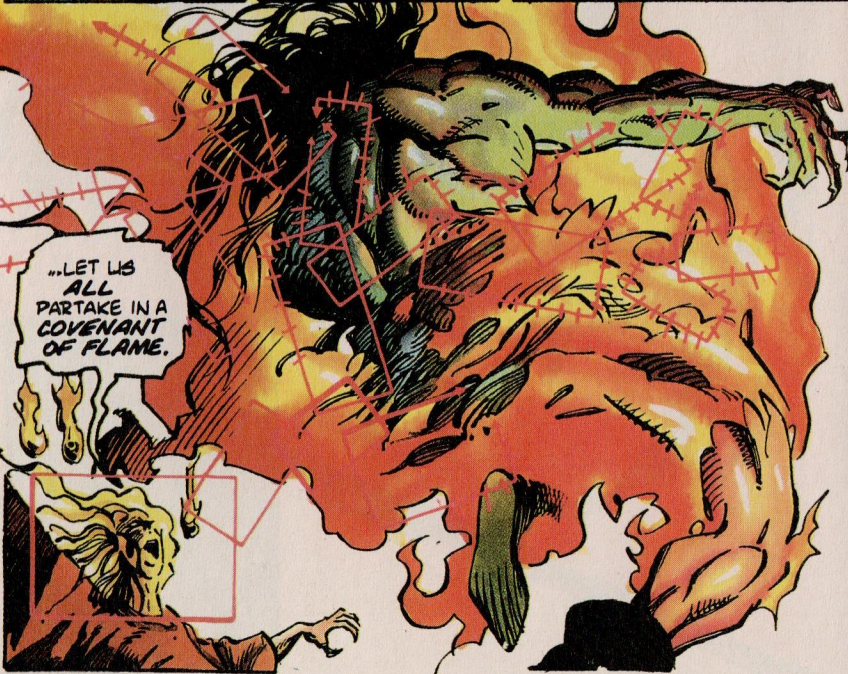
I'M GRATEFUL, 'ALISE.

SSSSUFFER FOR IT!



FAREWELL.









ENOUGH!

RAVIDEL WAS  
PURE AT HEART--  
A STUDENT OF THE  
PLAINS.

CONFOUND  
YOU, LESHAC!



HIS  
RAGE WAS  
OUT OF  
FRIEND-  
SHIP! YOU  
DIDN'T HAVE  
TO KILL  
HIM!



I'M SORRY,  
MY ANGEL.  
YOUR  
JOURNEY  
MAY HAVE  
JUST ENDED.

...BUT WITH  
YOUR LIFE  
FORCE, MINE  
IS SET TO  
BEGIN.



THIS  
COUNCIL IS  
ADJOURNED!



SHEER  
GENIUSSS.

FOLLOW ME,  
SZAT-- I  
FEEL A DEEP  
VENGEANCE  
COMING ON.



GO AHEAD.  
FARALYN'S  
CORRUPTION  
REMINDS ME...I'VE  
UNFINISHED  
BUSINESS ON  
DOMINARIA.



I'LL JOIN YOU ON  
SHANDALAR  
LATER.

VERY WELL, BUT I'LL ASSIST YOU  
THROUGH FOR ONLY SO LONG.



THIEVING  
MURDERERS!

WE MUST  
GO AFTER  
THEM WHILE WE  
HAVE THE  
CHANCE!

NO,  
TAYSIR--





--TOO MUCH  
REMAINS TO BE  
DONE RIGHT  
HERE.



JOIN  
ME.

TOGETHER  
WE CAN  
RIGHT AT  
LEAST ONE  
OF TODAY'S  
INJUSTICES.



KEKAAAWWHH!



WHY?!

WHY DID  
YOU BRING  
ME BACK,  
KRISTINA?

MY ONLY FRIEND  
IS DEAD! I'M  
BETRAYED BY MY  
LIEGE LORD! I HAVEN'T  
EVEN THE POWER TO  
EXACT REVENGE!

YOU'VE MADE  
AN **ENEMY** FROM  
THIS DAY **FORWARD**,  
KRISTINA OF THE  
WOODS-- SO  
DECLARES THE  
**BATLEMAGE**  
**RAVIDEL.**



*Dominaria.*

WE COULD  
LAYER  
DISCIPLINES...  
COMBINE  
SPELLS...YES,  
KRISTINA, PLAIN  
AND WISE--

--WE WILL  
DO THIS.

FOR THE  
WHEEL **MUST**  
TURN...THE  
PUNISHMENT  
**MUST**  
STOP--

--THIS  
ICE AGE  
**MUST** COME  
TO AN  
END!

To be  
concluded.



# ICY MANIPULATIONS

ADDRESS ALL LETTERS TO:

**ICY MANIPULATIONS**  
Jeof Vita - Asst. Editor  
c/o ACCLAIM COMICS  
275 Seventh Avenue  
New York, N.Y. 10001

**You know what they say, "Neither snow, nor rain, nor heat, nor gloom of night..." So on with the letters!**

Some quick thoughts on the first issue of Ice Age on the World of Magic: The Gathering. Boy, you guys just love your long titles, don't you?

So far, I find this series just as impressive as the first issue of your companion title, Magic: The Gathering: The Shadow Mage. I'm coming into Magic somewhat cold, not being a fan of role-playing games...but well-put-together comics will win me over every time!

As a result of my not having any prior exposure to the concept, I find myself not being completely clear on who's who and what's what on the world of Dominaria. This is why the text pages in the books so far have been enlightening and welcome. Thanks for putting them in, so I can keep up!

These are quickly shaping up to be the most impressive comics to hit the market since Elfquest debuted. That's very strong company to be in! Take pride in that, and keep weaving that Magic!

David Peattie  
Concord, CA 94521

**Strong company indeed, David! Thanks for the compliment. I'm sure that Shawn Carnes appreciates your using his Seer's Analysis to keep up with the fantastic world of Dominaria. Who knows, we might make a Magic player out of you yet!**

Armada and Wizards of the Coast—I have only one thing to say, "Can it get any better than this?"

I have been playing Magic for about one year, and each product

Wizards of the Coasts has released has been better than the previous one. However, after reading Ice Age #1, the only thing I can hope for is that the second issue is as good as the first.

With all the rumors circulating about the Ice Age expansion cards, I automatically set great expectations for it. The comic book only further whetted my appetite. The artwork was fabulous, in typical Armada style, and the story was terrific, in typical WotC fashion. What an awesome combo!

Hats off to Kayanan and Gómez! They took the idea of the Ice Age and pumped life into it, making it both visually and mentally stimulating.

Once again, congrats on a great premier issue. If the other issues are anywhere near the caliber that Ice Age #1 was, I am going to be a very content reader.

Tim Wharton  
Fremont, CA

**Thanks, Tim. John Tynes of Wizards of the Coast has worked hard to insure tight continuity between our comics and the cards. This is not an easy thing to do, since the Ice Age expansion won't have come out until the last issue in this miniseries (Ice Age #4) is ready for release in June.**

So far I've picked up Ice Age #1 and Shadow Mage #1 and #2. They're pretty cool! (What's the deal with Tevesh Szat's tongue?) You did a good job in transition from card to magazine, and your Hurloon Minotaur rules!

I noticed that Jason from Ice Age #1 has the same last name as Adam and Jared Carthalion from The Shadow Mage miniseries. Are we going to learn more of the Carthalion family history?

Matt Shepherd  
Hampton, VA 23664

**You've got an eagle eye, Matt! The Carthalion lineage is long and colorful. Our researchers here at Armada have been able to trace the Carthalion ancestry as far back as the Antiquities War! While readers won't be seeing Carthalions in every Magic comic, you can be sure that when one of them pops up, there'll be plenty of action! Jaeuhl Carthalion (Jason's great-great grandson) is a novice Knight of Kjeldor who must face the wrath of Tevesh Szat in Ice Age #4, and Jared embarks upon a fateful journey in the sequel to the Shadow Mage miniseries, Magic: The Gathering — Wayfarer, coming this summer!**

I bought the Ice Age comic, hastily opened it, carefully read it (several times in fact), and was instantly hooked! All I can say, besides "How cool!" is that it's great! You did a fantastic job. Creatures and spells flying everywhere; I couldn't wait until the next page! The stories parallel the rules of the game exactly! This is the best! In the comic, one thing I thought was really neat was the correlation between the stones Onyx, Pearl, Ruby, Sapphire, and Emerald to the five Magic colors. The plot was twisted, the characters incredibly varied, and the combat totally cool. I'm looking forward to #2!

Keep up the good work, and stay COOL! (Stupid pun!)

Ryan Olson  
Englewood, CO

**We're glad that you enjoy the parallels of between the stories and the game itself, Ryan. If you like creatures and spells flying around everywhere, wait until you see what we have planned next—we had John Tynes and the staff at WotC working**



**over-time on a pair of fantastic spell combinations for next issue.**

Recently, I showed my wife the Magic: The Gathering card game, and comics. This woman doesn't play anything outside of Ms. Pac Man and Monopoly, but once she caught onto the scenario, she was as hooked as I was. That's saying a lot! I hope other couples read your comics and enjoy them as much as we do.

Waymond & Angie North  
Coffeyville, KS

**We'd like to think we've got such a strong female following because of both WotC's and Armada's portrayal of women in Magic. Freyalise, Zaraya, Kristina, Liana and Tymolin Loneglade are just a few of the powerful woman heroes we've showcased. We've also got stories by "Star Trek" writers Hilary Bader and Susan Wright, and cover art by Melissa Benson coming up.**

Congratulations on Magic: The Gathering—The Shadow Mage and on Ice Age on the World of Magic: The Gathering. I am a huge fan of the card game, and when I heard about the release of

the new comic book series I was the first one in line to get my copy. Anyway, in my opinion you guys did an excellent job. I love that the comic is based directly on the card game. I have read and used the tips that you included in the back of each issue. Great job on Seer Analysis, Shawn Carnes!

Why not start an M:TC fan club? It would work out great. Members would get membership cards and a quarterly newsletter containing tips about the game, information about upcoming events such as tournaments, and previews of upcoming cards and comics.

Alex Brasfield  
San Francisco, CA

**Another round of Kudos to Shawn Carnes! About the fan club: all the perks you mentioned are available when you join Wizards of the Coast's Duelists Convocation. For more info, write to WotC at P.O. Box 707, Renton, WA 98057.**

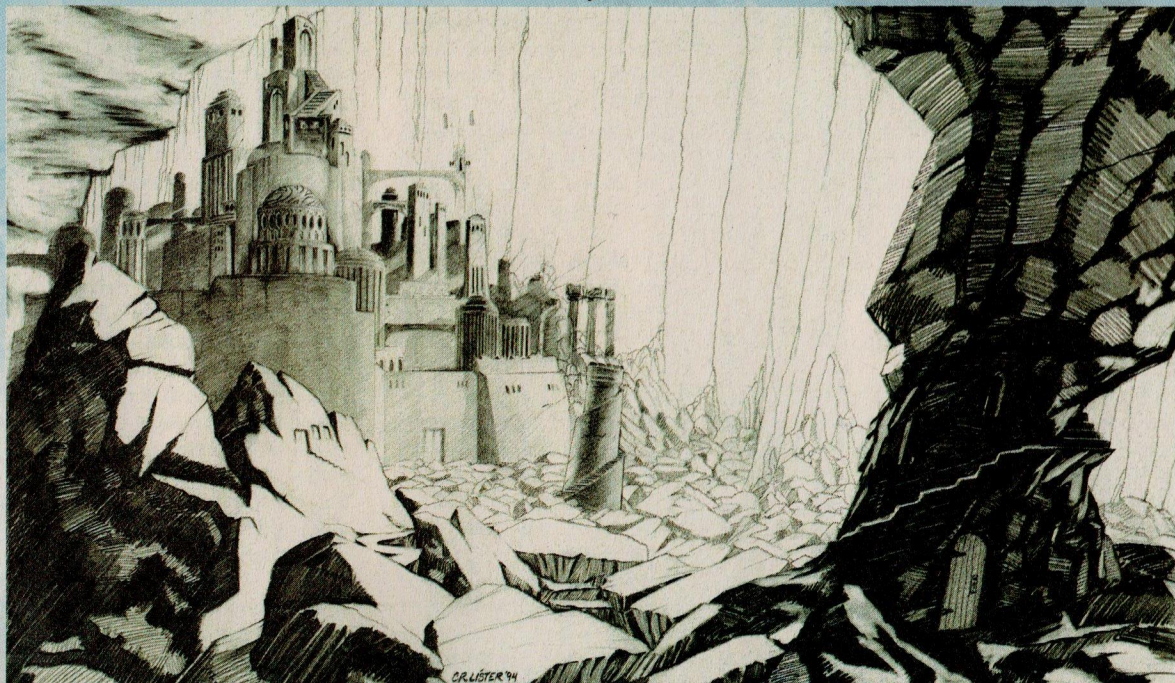
Frankly, before I discovered your comic book, I didn't know that a game called Magic: The Gathering existed. It's about time that someone created a comic that is based on pure and untainted fantasy.

I hope you can expand the world of Dominaria a little further. I would also be interested in seeing more mythical creatures doing battle. As for the duels and spell exchanges, they are really awesome. Just keep them up and we'll keep up with you.

Gerald L. Cua  
Sta. Cruz, Manila  
Philippines

**Another vote for more spells and creatures, and this one came all the way from the Philippines! Just about half of the letters we've gotten via snail-mail have been from people who've never played Magic: The Gathering! A lot of you are considering picking up a deck and some booster packs and trying out the game, and we think that's great! For those of you who haven't tried it, remember, playing Magic is not a prerequisite nor a requirement in order to enjoy our comics.**

By the way, if you'd like more information about Terisiare, Kjeldor, and many of the other lands depicted in our stories, be sure to look out for the Worlds of Dominia atlas, coming out later this year from Wizards of the Coast.



The Glacier Kingdom of Storgard, in all its grandeur at the height of the Ice Age. Compare Armada Designer C.R. Lister's depiction of this artifact rich empire with the advanced state of the glacier Raynor in Ice Age #1, as well as its collapsed remains (Kjeldorans now know the site of Storgard as Soldev), next issue.



# Seer Analysis

By Shawn  
F. Carnes

Hello once again, planeswalkers! This time around, we take a look at Ice Age #3, "The Shard," and it features some exciting dueling action from the era's most notable planeswalkers. When people with this much power converge in one place, the action is sure to get fast and furious. As always, I'm here to call the magical shots as they happen. There's a lot to cover in this issue, so without further delay, let's get on with it!

Six planeswalkers and two other powerful figures assemble for what is known as the Summit of the Shard, which is being held on the Null Moon, an artificial satellite which orbits Dominaria. We've seen Leshrac, Tevesh Sztat, and Freyalise in previous issues. The new ones include Kristina and Taysir, as well as the **Chromium Dragon**, Rhuell, and his keeper, Ravidel (Hey...he looks familiar!). They have all been called by Faralyn, who, it turns out, has been watching too many Quentin Tarantino movies!

In general, planeswalkers are solitary, powerful beings who typically view other planeswalkers as a threat not only to their power, but to their general existence. Such a meeting naturally exposes old grudges. Still, all seem to hold back their power initially for the purpose of finding out why the Summit has been called.

Interestingly, one of Faralyn's closest allies fires the first shot. Rhuell breathes a blast of electric-fire at Leshrac, after Leshrac makes a final insulting comment. (Calling a dragon someone's "familiar" is sort of like calling him a lap dog.) Leshrac dodges the blast and instead it strikes Tevesh Sztat. This breaks down any chance of a peaceful resolution, and the combat en masse begins.

Right off the bat, Tevesh Sztat uses an interesting combination to eliminate a seemingly unbeatable foe. With **Thoughtlace** cast to cut any connection Rhuell has with Black mana, Tevesh Sztat follows through with **Terror**, bringing down the mighty **Chromatic Dragon**. This, in itself, is a great tactic to use in any duel. It doesn't matter whether a creature that a planeswalker summons is a 1/1 or a 10/10—**Terror** gets rid of them just the same. If the creature is a Black one and protected from those effects, **Thoughtlace**

turns it into a Blue creature, making it a valid target. A clever move, Sztat!

The action gets hectic now, as old rivalries explode! First, Tevesh Sztat and Freyalise find themselves on a hill in the Adarkar Wastes, back on Dominaria. Their words break down into fighting as Freyalise casts **Lifeforce** to stunt Tevesh Sztat's Black spell ability. This means little, however, when Tevesh Sztat draws upon his Blue magic to cast **Acid Rain**, to neutralize the source of Freyalise's Green power. Once again, this is a nifty tactic to use in combat. It is more effective to eliminate the source of your opponent's mana, as opposed to merely controlling whether or not he or she can cast a certain spell. With Freyalise's Green mana gone, the **Lifeforce** is all but useless. Sztat follows up on his mana assault with **Mindtwist**, negating any spells Freyalise might have memorized, and **Underworld Dreams**, making Freyalise suffer great pain, even if she can get a spell off. The advantage at this point is in Tevesh Sztat's favor.

Let's shift the action back to the Null Moon as Leshrac squares off against Kristina and Taysir. Taysir casts **Circle of Protection: Black and Holy Light**, reducing the power of non-White creatures, and preventing any targeted damage from affecting himself. In response, Leshrac casts **Nether Void**, pulling the trio into some sort of pocket dimension, and making all their spells much more difficult to cast. Leshrac then produces a **Mana Matrix**, which allows him to cast spells in the **Void** with less difficulty, giving him the edge here.

The **CoP: Black** doesn't prevent Leshrac from doing some damage to Kristina and Taysir via **Meteor Shower**, a Red spell. Taysir, proving he's no slouch, quickly blunts Leshrac's edge by getting off a **Shatterstorm** spell, destroying the villain's **Mana Matrix**.

As Kristina and Taysir debate Faralyn's orchestration of the combat, Taysir casts **Karma** (with some help from Kristina's mana) to wreak havoc on Leshrac's dependency on Black. Kristina, having the most level head of them all, casts **Tranquility**, negating the **Nether Void**, but removing the

**Karma** as well. They all reappear back on the Null Moon, with Leshrac a bit worse for the wear.

Meanwhile, the struggle between Freyalise and Tevesh Sztat moves to Azoria, the Shard's Desert Island Plane. Freyalise tries to cast **Sandstorm** the moment she sees Sztat, only to be countered by Sztat's **Mana Drain**. Sztat now has a lot of mana at his disposal. Freyalise comes back strong, however, with a **Typhoon** spell, inflicting harm upon Sztat for all the islands he controls. Moments later, they both come to the realization that the Summit was just an orchestrated attempt by Faralyn to break free from the Shard and claim a thirteenth plane, Shandalar, for himself. Tevesh Sztat pays Freyalise in full for her wisdom with a **Soul Burn**, injuring her horribly, before he flees from the duel. It would seem their conflict came to an end with Tevesh Sztat emerging on top.

By the way, Lim-Dûl (remember him from last issue?) escapes from his stony prison on Dominaria because of all the cosmic chaos. I'm sure he'll be back to exact his own vengeance!

Back on the Null Moon, Faralyn is indeed trying to open the plane with the death energy from Rhuell's corpse. Tevesh Sztat reappears and brings Leshrac back to his senses. Ravidel, still consumed with rage over the loss of his friend Rhuell, attacks Leshrac. Without a second thought, Leshrac casts **Covenant of Fire**, bringing fiery harm to all present, and killing Ravidel outright. More chaos ensues, and Faralyn and Leshrac escape into the dimensional rift to Shandalar.

The coup de grace of the issue happens when Kristina and Taysir bring Ravidel back from the dead, courtesy of a **Resurrection** spell. Ravidel responds to his saviors with rage! Even if he was a pawn in a cosmic game of chess, he wanted no one to second-guess his fate. Readers in the know might agree—perhaps they should have left well enough alone.

WOW! There's a going on in this issue. It's a sure bet the war isn't over, but you could also wager everything will culminate in next issue's grand finale. So join me for the last issue of ***Ice Age on the World of Magic: The Gathering***.

Until next time, happy dueling.



## NEXT ISSUE

### Ice Age on The World Of Magic: The Gathering #4

The conflict between Tevesh Szat and the Carthalion family comes full circle. The Planeswalker Freyalise calls upon Jason Carthalion's great-grandson, a powerful Knight of Kjeldor, to journey to the forbidden ruins of the Glacier Kingdom to engage the demon in one final battle.

Meanwhile, Freyalise recruits Sir Zaraya and the Druids of Fyndhorn to launch an epic campaign to end the Ice Age once and for all!

Included in this issue are official Magic: The Gathering creature tokens for use in your Magic duels.



## COMING IN JUNE

### Magic: The Gathering The Shadowmage #4

Having fled the fallen city of Arathoxia, Jared Carthalion makes peace with his Spellsquire, and finally embraces his quest of vengeance against the Planeswalker, Ravidel. But Jared himself is not yet a Planeswalker! Can even a Black Lotus and the last volley in his father's Spell Trove defend the Shadow Mage against the secrets of his own dark heritage?

The painted cover is by Val Mayerik, and included in this issue are official Magic: The Gathering creature tokens for use in your next Magic duel!



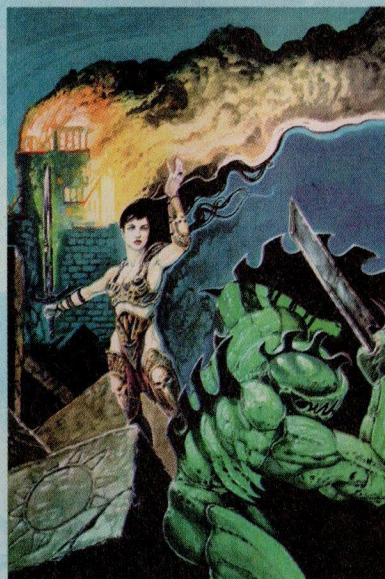
## ALSO THIS JUNE

### Magic: The Gathering Fallen Empires #2

With his sister Tymolin's life in the balance, Tev Loneglade becomes embroiled in a battle between Trokair's insane Farrellites, and the mysterious Order of the Ebon Hand. The fearsome results threaten to throw down Sarpadia's greatest kingdoms.

This issue's tragic conclusion has long-lasting ramifications for many Armada Magic books, and leads into the Ice Age on the World of Magic: The Gathering miniseries.

The cover is by Magic artist Anson Maddocks, and this issue includes even more official Magic: The Gathering creature tokens.



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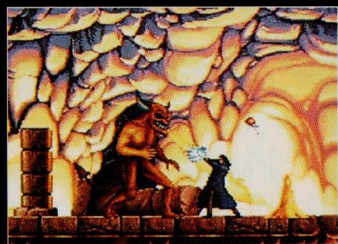
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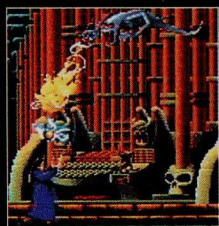


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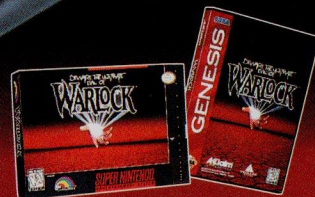
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